

**NEW**

NO. 1

# POSTER PROGRAMS

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**GIANT  
POSTER  
INSIDE**



**The Ultimate  
Graphic Adventure  
Game For The ZX81**

# THE VALLEY OF ADVENTURE

Written for the Sinclair ZX 81 with 16K Rampack, this program offers you the chance to battle the forces of evil from the comfort of your own living room!

Because the Valley is a full 16K program, it is right at the limit of what the ZX 81 can accept. It is probably the largest program the computer can handle! Putting on the Valley is a three-part operation and you should complete each part successfully before moving on.

Machine code is used to speed up the running of the game and this must be entered first. Five routines are used, to draw in the borders around the different displays, speed-up the combat routine check and display the character's status and to display the various "hit and miss" messages during a fight.

Getting machine code into a ZX 81 requires a suitable routine, and several have been published in the computer magazines from time to time. If you have had your ZX 81 for a while, doubtless you have developed your own. If not, see the listing given in Program One. It is adapted from an article in "ZX Computing" magazine, amongst other places, and is as good as any. Those of you wishing to learn more about machine code on the ZX 81 are recommended to read "Mastering Machine Code on your ZX 81" by Tony Baker, for an excellent and clear explanation of what can be a confusing subject.

## PROGRAM ONE

```

7000 LET X=18834
7010 LET G=0
7020 IF G=0 THEN INPUT G;
7030 IF G=78 THEN STOP
7040 IF CODE G=88 THEN GOTO 710
G
7050 PRINT "HI TO G";
7060 POKE A,16+CODE G;CODE G;G
1-475
7070 LET X=X+1
7080 LET G=G+10 TO 3
7090 GOTO 7020
7100 LET G=G+2 TO 3
7110 PRINT G;HI;
7120 POKE X,CODE G;
7130 LET G=CODE G;
7140 LET G=CODE G;
7150 IF CODE G<88 THEN GOTO 71
30
7160 LET G=G+10 TO 3
7170 GOTO 7020

```

Enter the program exactly as it stands, then type

1 (RAM) followed by return, we exit.

RUN the program and type in the following hex dump (Figure One)

FIGURE 1 Hex Dump

0E	08	2A	0C	40	06	20	23
71	10	FC	23	23	11	9F	00
08	00	71	10	71	23	23	10
FF	11	0F	FF	18	08	18	23
71	10	FC	08				

Once you have it all in, type "S" to stop. SAVE the routine before running it, because if you have made any errors, since you RUN it you will lose it all! It is worthwhile doing this for each of the four machine code routines.

Now change line 7000 to read LET X = 18858. Enter

2 (RAM) followed by forty-two zeros.

RUN the machine-code loader program and enter the hex dump in Fig 2.

FIGURE 2 Hex dump

3E	80	2A	0C	40	23	23	05
18	23	77	10	FC	06	0C	11
0C	00	80	8A	77	11	18	00
8D	8A	77	10	FE	11	0C	00
8D	8A	08	18	77	23	10	FC
03							

Type "S" to stop. SAVE and then test the routine as before if you want to be certain.

Enter

3 (RAM) followed by 230 zeros.

Change line 7000 to read LET X = 18820.

RUN the loader program and get in the hex from Fig 3.

FIGURE 3 Hex dump

**RE** When the screen is full press **CONTINUE** and continue entering code

```

01 78 23 06 FE FF 08 07
18 F8 08 0A 3A 34 40 60
30 F0 80 3C FF 01 70 11
CD 0F 40 ,IT MISSES FF
01 01 00 03 CB FE 02 20 14
08 08 40 YOU AVOID THE BLOW , FF
01 01 00 03 CB FE 03 30 14
CD 08 40 IT HEAVENS FF
01 01 00 03 CB FE 04 30 1E
CD 08 40 ,IT STRIKES YOUR HEAD , FF
01 02 00 08 CB FE 05 38 04
F6 66 30 1C CD 06 40
, YOUR CHEST IS STRUCK , FF 01 02 00
08 FF 07 38 04 FE 08 3D
17 CD 08 40 , YOUR ARM IS HIT
FF 01 01 00 CB FE 08 3D
13 CD 08 40 A BODY BLOW , FF
01 02 00 CB CB 08 40
, YOUR LEG IS HIT , FF 01 01 00 CD
    
```

Type **^G** when you have finished **SAVE** and then test. Note that you have to enter the **^** before entering the actual words in the dump. The program lines 7040 and 7100 will deal with this and save you having to change each letter into code.

Now change line 7000 to LET X = 10848. Enter a **RECALL** followed by **102** again.

Stop the loader program and enter the hex dump from Fig. 4.

FIGURE 4 Hex dump

```

08 08 3E 00 07 90 FD 08
CD 08 40 GOLD - FF CD 01
41 CD 08 40 COMBAT STR - (8 spaces)
SKILL - FF CD 01 41 CD 08
40 FE POWER - (5 spaces) TURAS - FF
CD 01 41 CD 08 40 STAMINA (3 spaces) -
FF 05
    
```

**RE** Do not enter the spaces (brackets shown), just the number of spaces indicated.



THESE SAMPLE DISPLAYS FROM THE VALLEY

Type **^S** to stop and then **SAVE** to save before you **RUN** it. There is only one reason for each routine and you are absolutely certain that you have typed it correctly. For safety's sake, get someone else to check your work.

Now change line 7000 to LET X = 10850. Enter

a **RECALL** followed by **102** again.

Run the loader program and enter the hex dump from Fig. 5. Type **^S** when you have finished **SAVE** and test it out.

FIGURE 5 Hex dump

```

04 01 04 03 07 08 01 02
08 09 04 03 03 08 02 03
01 00 00 00 00 00 01 3A
34 40 80 30 FD 80 3C 06
08 84 CD 50 42 08 32 8D
38 04 06 11 FE 02 06 08
CD 00 42 4E FE 0F 25 07
FE 10 38 0E 08 00 09 3A
4F 47 08 04 80 38 06 0E
00 08 08 84 CD 42 42 08
52 80 38 0C 08 00 08
    
```

If you've put it all in correctly up to now you'll have a full line program that will look like this on the screen when you load the program later -

```

1 08H ,2ERRND,4,774 UNPLOT 774
2 774 RECD 1 TO COPY ,FO74
UNPLOT TON
3 08H ,2ERRND,7,-774 UNPLOT 76
4 0808 -1, 0808 07, 0808
5 0808 0,074 UNPLOT TON 2
6 08H LPRINT NOT / PLOT ,08H
7 08H CLORD 03 RETURN 41LN ,08H
IT MISSES CODE , TON RETURN 42
8 08H YOU AVOID THE BLOW COPY
9 08H RETURN 0,08H IT STRIKES
10 08H COPY , TON RETURN 40LN 1
11 08H STRIKES YOUR HEAD COPY
12 08H RETURN 0, RETURN 0,08H
13 08H CHEST IS STRUCK COPY 2
14 08H RETURN 0, RETURN 0,08H
15 08H IS HIT COPY , TON RETU
16 08H LN ,08H BODY BLOW COPY
17 08H LN ,08H08 LE0 IS HIT 00
18 08H
19 08H 4Y NEY ( CLORD TON LN
20 08H 08 - COPY LN 08H INKEY LN
21 08H COMBAT STR 08H LN 08
22 08H LN 08H INKEY LN ,08H08 08
23 08H 08H 08H LN 08H 08H
24 08H 08H08H 08H COPY TON 0
25 08H 08H 08H
26 08H CLEAR RETURN 08H LN 08H
27 08H LN 08H GETLN 08H 08H
28 08H 08H 08H LN 08H 08H
29 08H 08H LN 08H 08H
30 08H RUN
    
```

Now delete the loader program, line by line.

## MEMORY SAVING

As a way of saving a lot of memory space (nearly 2K here!) this program uses variables to stand in for numbers in the usual 10-81 manner. These are stored in the variable space of the CB-81 and the user RAM and thus occupy less memory.

Enter the following lines on a typewriter, followed by **NEWLINE** each time. Once you have the program done it, you must **NEVER**



# KEY TUNE

TO BE HEARD YOUR NO

EACH WEEK  
THE SPECIAL PRIZE  
A SET OF RECORDS  
AND A TRIP TO THE  
COLUMBIAN  
MUSEUM.

1. THEN GOTO 200  
2. THEN GOTO 200  
3. THEN LET 200  
4. THEN LET 200

5. THEN GO TO 200 THEN GO  
6. THEN GO TO 200 THEN GO

7. THEN GOTO 200  
8. THEN GOTO 200  
9. THEN LET 200

10. THEN GOTO 200  
11. THEN GOTO 200  
12. THEN LET 200

13. THEN GOTO 200  
14. THEN GOTO 200  
15. THEN LET 200

16. THEN GOTO 200  
17. THEN GOTO 200  
18. THEN LET 200

19. THEN GOTO 200  
20. THEN GOTO 200  
21. THEN LET 200

22. THEN GOTO 200  
23. THEN GOTO 200  
24. THEN LET 200

25. THEN GOTO 200  
26. THEN GOTO 200  
27. THEN LET 200

28. THEN GOTO 200  
29. THEN GOTO 200  
30. THEN LET 200

31. THEN GOTO 200  
32. THEN GOTO 200  
33. THEN LET 200

34. THEN GOTO 200  
35. THEN GOTO 200  
36. THEN LET 200

37. THEN GOTO 200  
38. THEN GOTO 200  
39. THEN LET 200

40. THEN GOTO 200  
41. THEN GOTO 200  
42. THEN LET 200

43. THEN GOTO 200  
44. THEN GOTO 200  
45. THEN LET 200

46. THEN GOTO 200  
47. THEN GOTO 200  
48. THEN LET 200

49. THEN GOTO 200  
50. THEN GOTO 200  
51. THEN LET 200

52. THEN GOTO 200  
53. THEN GOTO 200  
54. THEN LET 200

55. THEN GOTO 200  
56. THEN GOTO 200  
57. THEN LET 200

58. THEN GOTO 200  
59. THEN GOTO 200  
60. THEN LET 200

61. THEN GOTO 200  
62. THEN GOTO 200  
63. THEN LET 200

64. THEN GOTO 200  
65. THEN GOTO 200  
66. THEN LET 200

67. THEN GOTO 200  
68. THEN GOTO 200  
69. THEN LET 200

70. THEN GOTO 200  
71. THEN GOTO 200  
72. THEN LET 200

73. THEN GOTO 200  
74. THEN GOTO 200  
75. THEN LET 200

76. THEN GOTO 200  
77. THEN GOTO 200  
78. THEN LET 200

79. THEN GOTO 200  
80. THEN GOTO 200  
81. THEN LET 200

82. THEN GOTO 200  
83. THEN GOTO 200  
84. THEN LET 200

85. THEN GOTO 200  
86. THEN GOTO 200  
87. THEN LET 200

88. THEN GOTO 200  
89. THEN GOTO 200  
90. THEN LET 200

91. THEN GOTO 200  
92. THEN GOTO 200  
93. THEN LET 200

94. THEN GOTO 200  
95. THEN GOTO 200  
96. THEN LET 200

97. THEN GOTO 200  
98. THEN GOTO 200  
99. THEN LET 200

100. THEN GOTO 200  
101. THEN GOTO 200  
102. THEN LET 200

103. THEN GOTO 200  
104. THEN GOTO 200  
105. THEN LET 200

106. THEN GOTO 200  
107. THEN GOTO 200  
108. THEN LET 200





1000 1001 1002 1003 1004 1005 1006 1007 1008 1009 1010 1011 1012 1013 1014 1015 1016 1017 1018 1019 1020 1021 1022 1023 1024 1025 1026 1027 1028 1029 1030 1031 1032 1033 1034 1035 1036 1037 1038 1039 1040 1041 1042 1043 1044 1045 1046 1047 1048 1049 1050 1051 1052 1053 1054 1055 1056 1057 1058 1059 1060 1061 1062 1063 1064 1065 1066 1067 1068 1069 1070 1071 1072 1073 1074 1075 1076 1077 1078 1079 1080 1081 1082 1083 1084 1085 1086 1087 1088 1089 1090 1091 1092 1093 1094 1095 1096 1097 1098 1099 1100 1101 1102 1103 1104 1105 1106 1107 1108 1109 1110 1111 1112 1113 1114 1115 1116 1117 1118 1119 1120 1121 1122 1123 1124 1125 1126 1127 1128 1129 1130 1131 1132 1133 1134 1135 1136 1137 1138 1139 1140 1141 1142 1143 1144 1145 1146 1147 1148 1149 1150 1151 1152 1153 1154 1155 1156 1157 1158 1159 1160 1161 1162 1163 1164 1165 1166 1167 1168 1169 1170 1171 1172 1173 1174 1175 1176 1177 1178 1179 1180 1181 1182 1183 1184 1185 1186 1187 1188 1189 1190 1191 1192 1193 1194 1195 1196 1197 1198 1199 1200

```

    1000 1001 1002 1003 1004 1005 1006 1007 1008 1009 1010 1011 1012 1013 1014 1015 1016 1017 1018 1019 1020 1021 1022 1023 1024 1025 1026 1027 1028 1029 1030 1031 1032 1033 1034 1035 1036 1037 1038 1039 1040 1041 1042 1043 1044 1045 1046 1047 1048 1049 1050 1051 1052 1053 1054 1055 1056 1057 1058 1059 1060 1061 1062 1063 1064 1065 1066 1067 1068 1069 1070 1071 1072 1073 1074 1075 1076 1077 1078 1079 1080 1081 1082 1083 1084 1085 1086 1087 1088 1089 1090 1091 1092 1093 1094 1095 1096 1097 1098 1099 1100 1101 1102 1103 1104 1105 1106 1107 1108 1109 1110 1111 1112 1113 1114 1115 1116 1117 1118 1119 1120 1121 1122 1123 1124 1125 1126 1127 1128 1129 1130 1131 1132 1133 1134 1135 1136 1137 1138 1139 1140 1141 1142 1143 1144 1145 1146 1147 1148 1149 1150 1151 1152 1153 1154 1155 1156 1157 1158 1159 1160 1161 1162 1163 1164 1165 1166 1167 1168 1169 1170 1171 1172 1173 1174 1175 1176 1177 1178 1179 1180 1181 1182 1183 1184 1185 1186 1187 1188 1189 1190 1191 1192 1193 1194 1195 1196 1197 1198 1199 1200
  
```

```

    1000 1001 1002 1003 1004 1005 1006 1007 1008 1009 1010 1011 1012 1013 1014 1015 1016 1017 1018 1019 1020 1021 1022 1023 1024 1025 1026 1027 1028 1029 1030 1031 1032 1033 1034 1035 1036 1037 1038 1039 1040 1041 1042 1043 1044 1045 1046 1047 1048 1049 1050 1051 1052 1053 1054 1055 1056 1057 1058 1059 1060 1061 1062 1063 1064 1065 1066 1067 1068 1069 1070 1071 1072 1073 1074 1075 1076 1077 1078 1079 1080 1081 1082 1083 1084 1085 1086 1087 1088 1089 1090 1091 1092 1093 1094 1095 1096 1097 1098 1099 1100 1101 1102 1103 1104 1105 1106 1107 1108 1109 1110 1111 1112 1113 1114 1115 1116 1117 1118 1119 1120 1121 1122 1123 1124 1125 1126 1127 1128 1129 1130 1131 1132 1133 1134 1135 1136 1137 1138 1139 1140 1141 1142 1143 1144 1145 1146 1147 1148 1149 1150 1151 1152 1153 1154 1155 1156 1157 1158 1159 1160 1161 1162 1163 1164 1165 1166 1167 1168 1169 1170 1171 1172 1173 1174 1175 1176 1177 1178 1179 1180 1181 1182 1183 1184 1185 1186 1187 1188 1189 1190 1191 1192 1193 1194 1195 1196 1197 1198 1199 1200
  
```

## LEVELS OF EVIL

1 2 3  
 4 5 6  
 7 8 9

Generally speaking the Valley itself is the eastern part of the land to stay alive in. The Woods and Swamps are hazardous with the mountains getting bigger and more able to bother you. If you enter the blue area which surrounds the Temple and Wilderness Law then you will HAVE to enter it if you will find your elements going down and some VERY nasty creatures waiting after you. Don't stay long. (You can wander either the Temple or the Law from the water, by the way, so don't waste time trying. Get onto land first.)

## MOVEMENT

Four characters are introduced into the Valley by use of the nine number keys. They work as follows:

1 & 8 - keeps you where you are and 7 - moves you diagonally up and left. This is easy to get used to and very simple to control once you have it.

The other messages in the game are self explanatory. "Stinks Candy" is your cue to do battle. You don't have a day to think what to do, so do SOME THING quickly, even if it's only good!

All that remains between you and the Valley of Adventure now is the keying in of the program, to the screen you start the screen you walk out of the Castle into the gathering gloom with a sword in your hand and an unknown feeling you're being watched.

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# THE VALLEY OF ADVENTURE

THE VALLEY OF ADVENTURE offers you a Quest. The land of Tybolen is bested by evil Long ago the Phoenix (yours) fought and defeated the Warlock Yousam in the Valley. The battle was a magical one and left the area scarred and the creatures living there hideously changed.

Yousam was banished into chains by Eternia's desperate spells, but his servants and creatures remained and have been working to release their Black Lord ever since. Only one thing can defeat their efforts and finish Yousam forever — the Helm of Eternia. Who ever receives that from Yousam's Lair saves the Land and becomes a true "Master of Destiny".

Like all good Quests the one is nowhere near as simple as it sounds! The Helm is only to be found in Yousam's Lair, surrounded and protected by the most evil art of magic and you ever imagined. Dragons are the least of your worries here. In Yousam's Lair there are things that make dragons look like pet poodles.

To help you, you have a powerful Sleep Spell, which has a good chance of stunning just about anything you meet. Beware, however, because magic is unreliable at the best of times, and with Yousam working against you your spells might just fail. As you get more and more experienced you will become able to use a much more powerful magic — the Curse of Fire — to annihilate your foes.

In addition there has been planted in the dark depths of the most eldritch places to be found in the Valley, a powerful Amulet, which will grant you immortality after mortal death, but only at a cost! The Amulet will only work when you have fitted into it the Six Stones — and you can only find THEM in the unbelievably fatal Black Tower! The Amulet itself is to be found in the Temple along with a whole lot more nasties!

Of course, you can always use your sword, but be sure you aim aright, because if you miss, the monsters might not miss you!

Yousam's Lair and the Temple are to be found in the middle of the woods and swamps which are somewhere in the worst parts of the Valley of Adventure. To get there you will have to cross the Valley itself and once you venture off the Path (which is after you are far gone for all the "spells" which inhabit the area).

As you progress through the game, saving your character on tape, the program will give you a rating expressed as a number. 25 equates to Master of Destiny. 1 stands for Monster Food — which you will be when you first start. The chart inside gives you the full list. See how far you can get — before THEY get you!